

unofficial

The cottages4you[^] rules and tips of beach cricket

The game requires the following ;

A nice spot of open beach, preferably all to yourselves. Equipment wise, the basic kit comprises of a bat, a ball (preferable tennis) and two sets of stumps set 16 yards apart (3 pieces of drift wood or similar for the batters stumps and one for the bowlers end will suffice.).

Windbreaks or similar are considered suitable alternatives for wicketkeepers.

Standard rules of cricket (loosely) apply with the following exceptions :

- 1) There are no restrictions on age the number of players – beach cricket can be played with a minimum of 2 or any number of people (or dogs) can be fielders
- 2) **Bowling** : Overs will generally be of 6 balls. If you're playing in teams, an innings could consist of 8 overs although this is optional. (Tip - keep it short to start with, you can always add more innings on depending on how much time you've got before lunch / drinks / tea!).
 - 2.1) If anyone loses count of the number of balls remaining the "2 to come" rule is invoked (or "next one's your over ball"). Simply put, regardless of how many balls have been delivered there is always "2 to come" in the over.
 - 2.2) Wides and No-balls are largely ignored unless obvious. Free hits and/or extra balls are optional.
- 3) **Batting** : Batsmen can be out through any of the usual ways (caught, run out, bowled etc.) with the following exceptions
 - 3.1) The LBW rule is optional – especially given that beach cricket is usually played without umpires.
 - 3.2) A ball that is hit into the sea is 6 runs and out. Furthermore the batter must retrieve the ball
 - 3.3) A batter can be run out if the stumps are hits at either end of the wicket.
 - 3.4) A batsman cannot be out first ball that he/she faces, this can be expanded depending on the age/experience of the batter
 - 3.5) A batsman cannot be out for a duck, unless they are a regular cricketer at which point the fielding team are obliged to laugh at the batters expense.
 - 3.6) To speed the game up the "hit and run" (also known as the "tip and run") rule may be invoked. Upon hitting the ball, the batter is obliged to run, regardless of distance or direction of the shot.
- 4) **Runs**: The aim of the game is to end up with more runs than the other team/players. The usual rules of scoring runs apply with the following exceptions:
 - 4.1) There are no boundaries (with the exception of rule 3.2). The batter is allowed to keep running all the time the ball is in play and should be encouraged to keep running, especially if the ball becomes lost/stolen by a dog.
 - 4.2) Batters are to keep their own score and to constantly remind participants once they reach 50/100/150 etc.
- 5) **Scoring**: Depending on the number of players and the length of the game, a number of scoring systems can be employed. Below are some examples;
 - 5.1) "Solo" where each player keeps his own score. Ideal for smaller group and shorter games. Each team/player gets the same number of innings and/or a maximum number of overs.
 - 5.2) "Buddy" A two person team – each team gets 2 overs in bat. There are no 'OUT's' but 5 runs are deducted upon successful HOWZAT.. "Dad and Son" v "Mum and Daughter" work well – especially in multi-family orientated holidays, or kids v parents with a 5, 10, or 20 run head start for the lesser qualified team.
 - 5.3) "Full Squad" equal numbers on each side from 3 to 300. Each team member gets a bat until he/she is out, or each batter gets an over and any OUT's cost 5 runs – suggested 'restricted over' format to ensure both teams get a bat.
- 6) **Optional Extras**: the following are designed to heighten the participants enjoyment of beach cricket..
 - 6.1) It is the batters prerogative to pick their favourite English, Indian, Sri Lankan, West Indian, South African etc. (or in the unlikely event Australian) player that they want to be for the duration of their innings
 - 6.2) Dads are obliged to keep a running commentary "Test Match Special" style throughout play – in their best Ritchie Benaud , Bumble or Geoffrey Boycott type voice. You'll need to name each end ("he's bowling from the grandma end . . .") and consult a glossary of cricket phraseology to do the job justice. Some starters would be "he bowled a "googly / Yorker / wrong 'un". Field placement description is essential to sound like you know what you're on about. Here's some examples; "deep square leg, gully and slips" and of course "silly mid on" should be referred to with authority. Extra runs can be awarded for good commentary.
 - 6.3) Rain never stops play
 - 6.4) At the end of play The Ashes are always retained.

Like in so many great games, these rules are made to be broken (or changed according to the needs and foibles of the gathered players) as long as everyone is in agreement, the rules can be changed to suit. Cricket is the real winner.